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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
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EXAMINER	
DASS, HARISH T	

ART UNIT	PAPER NUMBER
3628	

DATE MAILED: 12/29/2004

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary	Application No.	Applicant(s)	
	09/552,887	KOWALICK, GREGORY	
	Examiner	Art Unit	
	Harish T Dass	3628	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *28 August 2004*.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *1-15 and 17-32* is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *1-15 and 17-32* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☐ Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08) Paper No(s)/Mail Date _____.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application (PTO-152)
6) ☐ Other: _____.

DETAILED ACTION

1. In view of the Appeal Brief filed on 8/28/2004, PROSECUTION IS HEREBY REOPENED.

The Examiner has found new prior art. The Examiner is obliged to apply the newly found prior art. Thus, the finality of the prior Office action has been withdrawn and a new rejection follows. The Examiner regrets the delay process of the application. Accordingly, claims 1-15 and 17-32 remain pending in the application.

To Avoid abandonment of the application, appellant must exercise one of the following two options:

(1) file a reply under 37 CFR 1.111 (if this Office action is non-final) or a reply under 37 CFR 1.113 (if this Office action is final); or,

(2) request reinstatement of the appeal.

If reinstatement of the appeal is requested, such request must be accompanied by a supplement appeal brief, but no new amendments, affidavits (37 CFR 1.130, 1.131 or 1.132) or other evidence are permitted. See CFR 1.193(b)(2).

2. Claim 16 is canceled.

Claim Rejections - 35 USC § 103

3. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

Claims 1-15 and 32 are rejected under 35 U.S.C. 103(a) as being unpatentable over Crevelt et al (hereinafter Crevelt - US 5,902,983) in view of Pare, Jr. et al (hereinafter Pare – US 5,802,199) and de la Huerga (US 5,960,085).

Re. Claim 1, Crevelt discloses the current invention of a gaming machine with various input device such as key pad, card reader (cashless) to enter biometric data (finger print or retinal information hereinafter biometric will be used), and biometric input devices (a finger print imaging device, and a retinal scan) [please, see entire document particularly Abstract; Figures 1-5; C1 L5 to C4 L50; C4 L54 to C6 L10; C6 L41-L56; C8 L18-L51; C9 L11-L19; C10 L55 to C11 L34, and claims], and

providing the plurality of gaming apparatus, each gaming apparatus connected to said central computer, each gaming apparatus having at least one gaming apparatus and various inputs and handshake protocol [see entire document particularly, Figures 1-2; C1 L5 to C4 L50; C5 L6-L21; C6 L49-L56; C9 L30-L35], inputting into the payment input means an amount of money, and storing the amount of money input in a unique player's account in the central computer associated with the at least one biometric sample of the player [see entire document particularly, C2 L50-59; C4 L54 C6 L49; C9 L1-L29; C12 L20-L27],

identifying said player at one of said plurality of gaming apparatus by said player entering a gaming apparatus biometric sample input into said one of said plurality of

gaming apparatus biometric input means [see entire document particularly, C4 L54 C6 L49; C9 L1-L29; C12 L20-L27],

authorizing said player at said one of said plurality of gaming apparatus to play on said one of said plurality of gaming apparatus [see entire document particularly, C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L49; C10 L1-L15],

debiting and or crediting said unique player's account based on the player's wins and losses (won or lost) at the gaming apparatus until said player logs off using said player ***logoff*** means or until said player's account is exhausted [see entire document particularly, C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L49], and

paying said player any money remaining in said player's account after said player no longer desires to play, whereby a player can move to another of the plurality of gaming apparatus, input a biometric sample into one of the at least one gaming apparatus biometric input means, play the gaming apparatus for a period of time, and log off the gaming apparatus, said unique player's account being credited and debited for wins and losses on the gaming apparatus [see entire document particularly, Fig. 1-2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L49].

Crevelt, explicitly, ***does not*** disclose providing a tokenless biometric registration apparatus having at least one registration biometric input means for a user to input a biometric sample, said biometric registration apparatus having at least one payment input means, said biometric registration apparatus connected to a central computer having a central data repository, registering a player comprising the steps of inputting at least one biometric sample of the player into the registration biometric input means,

storing unique biometric data created by the biometric input means in the central data repository but not associating the unique biometric data with other details of identity of the player, and comparing it to said unique biometric data stored in said central data repository and an apparatus having biometric input means and a player ***logoff*** means.

However, Pare discloses providing a tokenless biometric registration apparatus having at least one registration biometric input means for a user to input a biometric sample, said biometric registration apparatus having at least one payment input means, said biometric registration apparatus connected to a central computer having a central data repository, and registering a player comprising the steps of inputting at least one biometric sample of the player into the registration biometric input means, storing unique biometric data created by the biometric input means in the central data repository but not associating the unique biometric data with other details of identity of the player and comparing it to said unique biometric data stored in said central data repository [see entire document particularly, Abstract; Figures 2-5, 8; C1 L10-L54; C3 L34-L43; C7 L24-L42; C8 L1-L43; C9 L14-L58; C10 L20-L38; C19 C23-L35; C20 L44-L67; C22 L27-L34] to provide identification computer system for determining an individual identity by comparing previously recorder biometric sample with input biometric data and tokenless system for rapid search of previously stored biometric sample. Additionally, de la Huerga discloses a system with detection devices (speech recognition and fingerprint scanners) to analyze one or more characteristics of a person accessing the computer and when a user leaves the computer terminal (game machine, lap top, etc) the system logs off the computer [see entire document particularly,

Abstract; C3 L26-L46; C4 L14-L24] to track the presence of an authorized user and logoff the system. It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt, Pare and de la Huerga to identify individual based on the biometric sample prevent unauthorized use of computer system/terminal (gaming machine) when an individual (player) wants to play a game and turns off when the player leaves the terminal (game machine) to decrease risk of fraud.

Re. Claim 2, neither Crevelt not Pare discloses apparatus with the player ***logoff*** means includes providing a player ***logoff*** proximity sensor. However, de la Huerga further discloses a system with detection devices (speech recognition and fingerprint scanners) to analyze one or more characteristics of a person accessing the computer and when a user leaves the computer terminal (game machine, lap top, etc) the system logs off the computer [Abstract; C3 L26-L46; C4 L14-L24] to track the presence of an authorized user. It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt, Pare and de la Huerga to prevent unauthorized use of terminal (gaming machine) when an authorized user leaves.

Re. Claim 3, Crevelt or Pare or de la Huerga does not explicitly disclose gaming apparatus with the player ***logoff*** means includes providing a player ***logoff*** button.

However, this step is well known that the game machines are equipped with ***logoff*** button (switch) to reset the machine for next player.

Re. Claims 4-5, Crevelt further discloses where the step of paying said player money remaining in said player's account includes providing a payout machine having a payout input means and where the step of providing the payout machine includes providing a payout machine that is integral to at least one of said casino gaming apparatus [C3 L12-L67].

Re. Claim 6, neither Crevelt nor Pare explicitly discloses where the steps including providing the registration biometric input means and the gaming apparatus biometric input means that utilize fingerprints; hand prints, retina scans, or voice prints. However, de la Huerga further discloses a system with biometric detection devices (speech recognition and fingerprint scanners) to logon (biometric registration) [Abstract; C3 L26-L46; C4 L14-L24] to the system and start using the system (game machine, lap top, etc). It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt, Pare and de la Huerga to prevent unauthorized use of terminal (gaming machine) by others whose biometric data ***does not*** match.

Re. Claims 7-8, Crevelt further discloses where the step including providing the payment input means includes providing a payment input means that accepts credit

cards, debit cards, or money access cards and where the step including providing the payment input means includes providing a payment input means that accepts currency [C1 L6 to C2 L13].

Re. Claims 9-10, Crevelt further discloses where the step of providing the plurality of gaming apparatus includes providing slot machines and video gaming machines [C1 L39-L47; C3 L1-L11; C4 L53-L67], and where the step of providing the plurality of gaming apparatus includes providing generic access machines [C11 L35-L52].

Re. Claims 11-12, Crevelt further discloses the step of collecting player data related to players' use of said plurality of casino gaming apparatus to the central computer having the central data repository, and where the player data collected includes data concerning type of casino gaming apparatus, quantity of casino gaming apparatus played, time spent on each casino gaming apparatus, and money spent on each casino gaming apparatus [C5 L35-L40; C6 L41-L65].

Re. Claim 13, Crevelt discloses the current invention of a gaming machine with various input device such as key pad, card reader (cashless) to enter biometric data (finger print or retinal information hereinafter biometric will be used), and biometric input devices (a finger print imaging device, and a retinal scan) [see entire document particularly Abstract; Figures 1-5; C1 L5 to C4 L50; C4 L54 to C6 L10; C6 L41-L56; C8 L18-L51; C9 L11-L19; C10 L55 to C11 L34, and claims], and

providing the plurality of gaming apparatus, each gaming apparatus connected to said central computer, each gaming apparatus having at least one gaming apparatus and various inputs and handshake protocol [see entire document particularly, Figures 1-2; C1 L5 to C4 L50; C5 L6-L21; C6 L49-L56; C9 L30-L35],

inputting into the payment input means an amount of money, and storing the amount of money input in a unique player's account in the central computer associated with the at least one biometric sample of the player [same as claim 1, see claim 1],

identifying said player at one of said plurality of gaming apparatus by said player entering a gaming apparatus biometric sample input into said one of said plurality of gaming apparatus biometric input means and [same as claim 1, see claim 1],

authorizing said player at said one of said plurality of gaming apparatus to play on said one of said plurality of gaming apparatus [same as claim 1, see claim 1],

debiting and or crediting said unique player's account based on the player's wins and losses at the gaming apparatus until said player logs off using said player ***logoff*** means or until said player's account is exhausted [see entire document particularly, C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L54 to C6 L49], (g) paying said player any money remaining in said player's account after said player no longer desires to play [Fig. 1-2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9], and whereby a player can move to another of the plurality of gaming apparatus, input a biometric sample into one of the at least one gaming apparatus biometric input means, play the gaming apparatus for a period of time, and, said unique player's account being credited and debited for

wins and losses on the gaming apparatus [Fig. 1-2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L49].

Crevelt, does not explicitly disclose providing a tokenless biometric registration apparatus having at least one registration biometric input means for a user to input a biometric sample, said biometric registration apparatus having at least one payment input means, said biometric registration apparatus connected to a central computer having a central data repository, registering a player comprising the steps of inputting at least one biometric sample of the player into the registration biometric input means, storing unique biometric data created by the biometric input means in the central data repository, purging the unique biometric data and the unique player's account from the central computer after the step of paying said player any money remaining in said player's account, to provide for privacy of the player, and comparing it to said unique biometric data stored in said central data repository and an apparatus having biometric input means and a player ***logoff*** means and log off the gaming apparatus.

However, Pare disclose providing a tokenless biometric registration apparatus having at least one registration biometric input means for a user to input a biometric sample, said biometric registration apparatus having at least one payment input means, said biometric registration apparatus connected to a central computer having a central data repository, registering a player comprising the steps of inputting at least one biometric sample of the player into the registration biometric input means, storing unique biometric data created by the biometric input means in the central data repository, and purging the unique biometric data and the unique player's account from

the central computer after the step of paying said player any money remaining in said player's account, to provide for privacy of the player and comparing it to said unique biometric data stored in said central data repository [see entire document particularly, Abstract; Figures 2-5, 8; C1 L10-L54; C3 L34-L43; C7 L24-L42; C8 L1-L43; C9 L14-L58; C10 L20-L38; C19 C23-L35; C20 L44-L67; C22 L27-L34] to provide identification computer system for determining an individual identity by comparing input data with previously recorder biometric sample in biometric database and removing the biometric data from biometric database to free storage space and also serves protecting unduly invading the user's privacy rights. Additionally, de la Huerga discloses a system with detection devices to analyze one or more characteristics of a person accessing the computer and when a user leaves the computer terminal the system logs off the computer [Abstract; C3 L26-L46; C4 L14-L24] to track the presence of an authorized user. It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt and de la Huerga to provide biometric input mean and means of remove the biometric data from database and logoff the system and prevent unauthorized use of terminal (gaming machine) when an authorized user leaves.

Re. Claim 14, Crevelt further discloses player interface and providing mechanism of entering PIN using key pad [C5 L40-L52]. Pare further discloses step of purging the unique biometric data and the unique player's account from the central computer after the step of paying said player any money remaining in said player's account, to provide

for privacy of the player, and including the step of providing a keypad on the biometric registration apparatus for using a personal identification code and wherein the step of registering a player includes entering a personal identification code [Fig 3; C1 L55-L65; C3 L34-L42; C10 L21-L26] to protecting unduly invading the user's privacy rights.

Re. Claim 15, Crevelt further discloses wherein the step of providing the plurality of gaming apparatus includes providing gaming apparatus having a video screen for displaying information related to the player's unique player's account [C1 L6-L17; C3 L19-L28].

Re. Claim 32, Crevelt discloses the current invention of a gaming machine with various input device such as key pad, card reader (cashless) to enter biometric data (finger print or retinal information hereinafter biometric will be used), and biometric input devices (a finger print imaging device, and a retinal scan) [please, see entire document particularly Abstract; Figures 1-5; C1 L5 to C4 L50; C4 L54 to C6 L10; C6 L41-L56; C8 L18-L51; C9 L11-L19; C10 L55 to C11 L34, and claims], and

providing the plurality of gaming apparatus, each gaming apparatus connected to said central computer, each gaming apparatus having at least one gaming apparatus and various inputs and handshake protocol [see entire document particularly, Figures 1-2; C1 L5 to C4 L50; C5 L6-L21; C6 L49-L56; C9 L30-L35],

identifying said player at one of said plurality of gaming apparatus by said player entering a gaming apparatus biometric sample input into said one of said plurality of

gaming apparatus biometric input means and [see Re. Claim 1 and C4 L54 C6 L9; C9 L1-L29; C12 L20-L27],

authorizing said player at said one of said plurality of gaming apparatus to play on said one of said plurality of gaming apparatus [Abstract; Figures 2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L54 to C6 L49; C10 L1-L15],

debiting and or crediting said unique player's account based on the player's wins and losses at the gaming apparatus until said player logs off using said player ***logoff*** means or until said player's account is exhausted [C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L54 to C6 L49], and

paying said player any money remaining in said player's account after said player no longer desires to play; whereby a player can move to another of the plurality of gaming apparatus, input a biometric sample into one of the at least one gaming, said unique player's account being credited and debited for wins and losses on the gaming apparatus [Fig. 1-2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9].

Crevelt, does not explicitly disclose providing a tokenless biometric registration apparatus having at least one registration biometric input means for a user to input a biometric sample, said biometric registration apparatus having at least one payment input means, said biometric registration apparatus connected to a central computer having a central data repository,

registering a player comprising the steps of inputting at least one biometric sample of the player into the registration biometric input means, storing unique biometric data created by the biometric input means in the central data repository,

inputting into the payment input means an amount of money, and storing the amount of money input in a unique player's account in the central computer associated with the at least one biometric sample of the player, comparing it to said unique biometric data stored in said central data repository, and apparatus biometric input means, play the gaming apparatus for a period of time, and log off the gaming apparatus.

However, Pare disclose providing a tokenless biometric registration apparatus having at least one registration biometric input means for a user to input a biometric sample, said biometric registration apparatus having at least one payment input means, said biometric registration apparatus connected to a central computer having a central data repository, and registering a player comprising the steps of inputting at least one biometric sample of the player into the registration biometric input means, storing unique biometric data created by the biometric input means in the central data repository, inputting into the payment input means an amount of money, and storing the amount of money input in a unique player's account in the central computer associated with the at least one biometric sample of the player, and apparatus biometric input means [see entire document particularly, Abstract; Figures 2-5, 8; C1 L10-L54; C3 L34-L43; C7 L24-L42; C8 L1-L43; C9 L14-L58; C10 L20-L38; C19 C23-L35; C20 L44-L67; C22 L27-L34] to provide identification computer system for determining an individual identity by comparing input data with previously recorder biometric sample in biometric database. Additionally, de la Huerga discloses a system with detection devices (speech recognition and fingerprint scanners) to analyze one or more characteristics of a person accessing the computer and when a user leaves the computer terminal (game machine,

lap top, etc) the system logs off the computer [Abstract; C3 L26-L46; C4 L14-L24] to track the presence of an authorized user. It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt, Pare and de la Huerga to provide biometric input means in database and registering with machine tokenless (without entering data using key pad) and prevent unauthorized use of terminal (gaming machine) when an authorized user leaves.

Claims 17-22, 24-26, 28-31 are rejected under 35 U.S.C. 35 U.S.C. 103(a) as being unpatentable over Crevelt in view of Pare.

Re. Claim 17, Crevelt discloses the current invention of a gaming machine with various input device such as key pad, card reader (cashless) to enter biometric data (finger print or retinal information hereinafter biometric will be used), and biometric input devices (a finger print imaging device, and a retinal scan) [please, see entire document particularly Abstract; Figures 1-5; C1 L5 to C4 L50; C4 L54 to C6 L10; C6 L41-L56; C8 L18-L51; C9 L11-L19; C10 L55 to C11 L34, and claims], and

providing a plurality of kiosks (ATM or gaming apparatus), each kiosk (ATM) connected to said central computer, each kiosk having at least one kiosk biometric input means (key pad, finger print or retinal scan) [C1 L64 to C2 L29; C9 L1-L19],

inputting into the payment input means an amount of money, and storing the amount of money input in a unique user's account in the central computer associated

solely with the at least one biometric sample of the user [see Re. Claim 1 and C2 L50-59; C4 L54 C6 L49; C9 L1-L29; C12 L20-L27],

identifying said user at one of said plurality of kiosks (ATM) by said user entering a kiosk biometric sample input into said one of said plurality of kiosk biometric input means and comparing it to said unique biometric data stored in said central data repository [see entire document particularly, C4 L54 C6 L49; C9 L1-L29; C12 L20-L27; C1 L64 to C2 L29],

authorizing said user at said one of said plurality of kiosks (ATMs) to access said unique user's account for a transaction [same as claim 1, see claim 1],

debiting and or crediting said unique player's account based on the transaction [same as claim 1, see claim 1], and

paying said user any money remaining in said user's account [C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9].

Crevelt, explicitly, ***does not*** disclose providing a tokenless biometric registration apparatus having at least one registration biometric input means for a user to input a biometric sample, said biometric registration apparatus having at least one payment input means, said biometric registration apparatus connected to a central computer having a central data repository,

registering a user comprising the steps of inputting at least one biometric sample of the user into the registration biometric input means, storing unique biometric data created by the biometric input means in the central data repository but not associating

the unique biometric data with other details of identity of the player, and paying money when user cancels account.

However, Pare discloses providing a tokenless biometric registration apparatus having at least one registration biometric input means for a user to input a biometric sample, said biometric registration apparatus having at least one payment input means, said biometric registration apparatus connected to a central computer having a central data repository, registering a user comprising the steps of inputting at least one biometric sample of the user into the registration biometric input means, storing unique biometric data created by the biometric input means in the central data repository but not associating the unique biometric data with other details of identity of the player [see entire document particularly, Abstract; Figures 2-5, 8; C1 L10-L54; C3 L34-L43; C7 L24-L42; C8 L1-L43; C9 L14-L58; C10 L20-L38; C19 C23-L35; C20 L44-L67; C22 L27-L34] to provide identification computer system for determining an individual identity from previously recorder biometric sample and tokenless system for rapid search of previously stored biometric sample. Further it is obvious to paying the remaining money to player when player desires to cancel said unique user's account. For example, if in a bank account is cancelled the remaining of the balance is returned. It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt, and Pare to identify individual based on the biometric sample and allow the user to use the system faster that entering personal information.

Re. Claim 18 Pare further discloses where the steps including providing the registration biometric input means and the gaming apparatus biometric input means that utilize fingerprints; hand prints, retina scans, or voice prints [pare - C2 L64 to C3 L5] to enter biometric data and store it for authenticating the individual's identity.

Re. Claims 19-20, Crevelt further discloses where the step including providing the payment input means includes providing a payment input means that accepts credit cards, debit cards, or money access cards and where the step including providing the payment input means includes providing a payment input means that accepts currency [C1 L6 to C2 L13].

Re. Claims 21-22, Crevelt further discloses step of providing a keypad on the biometric registration apparatus for using a PIN and wherein the step of registering a player includes entering a PIN [C1 L6-L17; C3 L19-L28; C5 L40-L52]. Pare further discloses step of purging the unique biometric data and the unique player's account from the central computer after the step of paying said player any money remaining in said player's account, to provide for privacy of the player [see claim 13; Fig 3; C1 L55-L65; C3 L34-L42; C10 L21-L26] to protecting unduly invading the user's privacy rights.

Re. Claim 24, Crevelt discloses the current invention of a gaming machine with various input device such as key pad, card reader (cashless) to enter biometric data (finger print or retinal information hereinafter biometric will be used), and biometric input devices (a

finger print imaging device, and a retinal scan) [please, see entire document particularly Abstract; Figures 1-5; C1 L5 to C4 L50; C4 L54 to C6 L10; C6 L41-L56; C8 L18-L51; C9 L11-L19; C10 L55 to C11 L34, and claims], and

providing the plurality of gaming apparatus, each gaming apparatus connected to a central computer having a central data repository, each gaming apparatus having at least one gaming apparatus biometric input (PIN number input such as key pad, etc.) means and a money input means [see entire document particularly, Figures 1-2; C1 L5 to C4 L50; C5 L6-L21; C6 L49-L56; C9 L30-L35],

allowing a player to play on any of said gaming apparatus (different machine) by inputting money into said money input means [C11 L10-L35],

allowing a player to play on another of said gaming apparatus (different machine) by inputting money into said money input means or by accessing said unique player's account of said player by inputting said biometric sample of said player into the gaming apparatus biometric input means [see Re. Claim 1 and Fig. 1-2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L49],

debiting and or crediting said unique player's account based on the player's wins and losses at said another gaming apparatus until said player logs off by exhausting his account, collecting his winnings, or until said player inputs the biometric sample of said player into said gaming apparatus biometric input means [see Re. Claim 1 and C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L49], and

crediting or debiting said unique player's account accordingly; whereby a player can move to another of the plurality of gaming apparatus, input a biometric sample into

one of the at least one gaming apparatus biometric input means, play the gaming apparatus for a period of time, and log off the gaming apparatus, said unique player's account being credited and debited for wins and losses on the gaming apparatus [C4 L54 C6 L9; C9 L1-L29; C12 L20-L27].

Crevelt, explicitly, ***does not*** disclose after the player plays on a gaming apparatus, registering said player comprising the steps of inputting at least one biometric sample of the player into the gaming apparatus biometric input means, storing unique biometric data created by the biometric input means in the central data repository but not associating the unique biometric data with other details of identity of the player, crediting to a unique player's account in the central computer an amount of money associated with the at least one biometric sample of the player and comparing said biometric sample to said unique biometric data stored in said central data repository.

However, Pare discloses after the player plays on a gaming apparatus, registering said player comprising the steps of inputting at least one biometric sample of the player into the gaming apparatus biometric input means, storing unique biometric data created by the biometric input means in the central data repository but not associating the unique biometric data with other details of identity of the player, crediting to a unique player's account in the central computer an amount of money associated with the at least one biometric sample of the player and comparing said biometric sample to said unique biometric data stored in said central data repository see entire document particularly, Abstract; Figures 2-5, 8; C1 L10-L54; C3 L34-L43; C7 L24-L42; C8 L1-L43; C9 L14-L58; C10 L20-L38; C19 C23-L35; C20 L44-L67; C22 L27-L34] to provide means for

comparing the stored biometric data with individual's registering input biometric data for authentication. It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt, and Pare to identify individual based on the biometric sample and allow the user to use the system faster that entering personal information.

Re. Claims 25-26 Crevelt further discloses where the step of paying said player money remaining in said player's account includes providing a payout machine having a payout biometric input means and where the step of providing the payout machine includes providing a payout machine that is integral to at least one of said casino gaming apparatus and inputting biometric data device [C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L49].

Re. Claims 28-29, Crevelt further discloses where the step including providing the payment input means includes providing a payment input means that accepts credit cards, debit cards, or money access cards and where the step including providing the payment input means includes providing a payment input means that accepts currency [C1 L6 to C2 L13].

Re. Claims 30-31, Crevelt further discloses where the step of providing the plurality of gaming apparatus includes providing slot machines and video gaming machines [C1

L39-L47; C3 L1-L11; C4 L53-L67], and where the step of providing the plurality of gaming apparatus includes providing generic access machines [C11 L35-L52].

Claim 27 is rejected under 35 U.S.C. 103(a) as being unpatentable over Crevelt and Pare as applied to claim 24 above, and further in view of de la Huerga.

Re. Claim 27, neither Crevelt nor Pare explicitly discloses where the steps including providing the registration biometric input means and the gaming apparatus biometric input means that utilize fingerprints; hand prints, retina scans, or voice prints. However, de la Huerga discloses a system with biometric detection devices (speech recognition and fingerprint scanners) to logon (biometric registration) [Abstract; C3 L26-L46; C4 L14-L24] to the system and start using the system (game machine, lap top, etc). It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt, Pare and de la Huerga to prevent unauthorized use of terminal (gaming machine) by others whose biometric data ***does not*** match.

Claim 23 is rejected under 35 U.S.C. 103(a) as being unpatentable over Crevelt and Pare, as applies to claim 17 above, and further in view of Softest et al (hereinafter Soltest -US 2001/0011680 A1).

Re. Claim 23 Crevelt further discloses gaming machine with video display and ATMs in casinos [C1 L6-L17; C3 L19-L27]. Neither Crevelt nor Pare explicitly disclose wherein the step of providing the plurality of kiosks includes providing kiosks having a video screen for displaying information related to the user's unique user's account. However, Soltest discloses this step [Abs; Fig. 1; C2 paragraphs 0006, 0016-0017, 0028] to allow the player to monitor his/her account. It would have been obvious to one of ordinary skill in the art at the time the Applicant's invention was made to combine the teaching of Crevelt, Pare and Soltest to provide account-monitoring means for visually informing the user about his/her account.

Response to Arguments

1. Applicant's arguments, filed 8/28/2004, with respect to the rejection(s) of claim(s) (17, 19-22, 24 and 28-31) under Crevelt et al (US 5,902,983), claims (1-13, 14-15, 18, 25-27 and 32) under Crevelt et al (US 5,902,983) in view of de la Huerga (US 5,960,085), and claim 23 under Crevelt et al (US 5,902,983) in view Soltesz et al (US PGPUB US 2001/0011680A1 have been fully considered and are persuasive. Therefore, the rejection has been withdrawn. However, upon further consideration, a new ground(s) of rejection are made (see above).

Conclusion

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure. Applicant is required under 37 CFR ' 1.111 (c) to consider the references fully when responding to this action.

US 6,119,096 to Mann et al, Sep. 12, 2002 "System and method for aircraft passenger check-in and boarding using iris recognition" discloses a system and method for automated aircraft boarding uses an iris recognition system for check-in and boarding and enhances customer convenience by eliminating tickets, boarding passes, and identification steps, while improving aircraft security.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Harish T Dass whose telephone number is 703-305-4694. The examiner can normally be reached on 8:00 AM to 4:50 PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Hyung S Sough can be reached on 703-308-0505. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

Harish T Dass
Examiner
Art Unit 3628

12/23/04

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